



# Classroom Presenter

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# Educational Technology

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...in the winter of 1813 & '14 ... I attended a mathematical school kept in Boston...On entering his room, we were struck at the appearance of an ample *Black Board* suspended on the wall, with lumps of chalk on a ledge below, and cloths hanging at either side. I had never heard of such a thing before. [Samuel J. May, 1855]



# Classroom Presenter

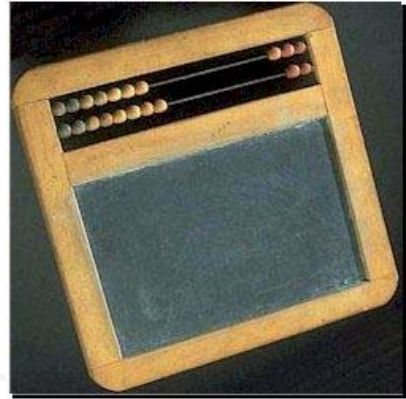
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- Distributed Presentation System
  - Synchronized display of slides
  - Shared TPC Ink
  - Experimental Feedback Features
- Technology
  - Uses CXP Multicast
  - Slides distributed as images
  - TPC Ink



# Presenter

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- Initial problem
  - Develop a distributed presentation space for use in a distance learning class
  
- Later
  - Many of the same issues / challenges in large lecture classroom



# Large lecture classes

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- Challenges
  - Maintaining attention
  - Communication
  - Feedback from students
  - Flexibility in presentation materials
  - Conducting activities in class



# Background studies

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- Studied UW CSE PMP
  - Interviews, Surveys, Observations
- Greatest pain in distance course
  - Presentation environment
  - “PowerPoint is a pain for the same reason it’s a pain in a non-distance course, the slides impose a rigid structure on the lecture and make it more difficult to adjust to the interactions that occur during it.”
  - “PowerPoint sucks the life out of a class.”



# Motivation

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- Support flexibility in instruction
  - Written annotation for
    - Spontaneous discussion
    - Working examples
    - Audience participation
    - Annotating diagrams
    - Attention marks
- Gain benefits of computer projected slides and whiteboard



# Classroom deployments

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- Wide range – master's level courses, intro courses, algorithms, digital design, software engineering . . .
- University of Washington, University of Virginia, University of San Diego





- Classic topic in compiler course: implementing a hashset: symbol table
- These days: use the Java collection classes (or equivalent in C#, C++, etc.)
- Map (HashMap) will solve most of the problems
- List (ArrayList) for ordered lists (parameters, etc.)

## Symbol Tables for JFlat (1)

- Global
    - 1 symbol table per class
      - 1 entry for each method/variable
      - Can be used for information, storage, debugging, etc.
    - In full Java, multiple symbol tables per class: one for each method/variable, and each can have the same name in a class
- Reading: static & ??  
Due T.M.W.

## Symbol Tables for JFlat (2)

- Global (cont)
    - Single global table to map class names to class symbol tables
      - Created in pass over class definitions
      - Used in remaining parts of compiler to check field/method names and extract information
- All global tables persist throughout the compilation  
And beyond in a real Java or C# compiler...

## Symbol Tables for JFlat (3)

- Local symbol table for each method
  - 1 entry for each local variable or parameter
  - Can be used for information, storage, debugging, etc.
  - Needed only while compiling the method; can discard when done

## Symbol Tables Beyond JFlat

- What we need: dealing with nested scopes
  - Inner classes
  - Nested scopes in methods - scope of inner class in Java 1.4 or (I think) in C#
- Basic idea: new symbol table for inner scopes, linked to surrounding scope's table

# Symbol Tables for JFlat (2)

## Global (cont)

- Single global table to map class names to class symbol tables

- Created in pass over class definitions
- Used in remaining parts of compiler to check field/method names and extract information

All global tables persist throughout the compilation

- And beyond in a real Java or C# compiler...

class {  
    m() {  
        this.x = m;  
    }  
}

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I-35

class C {  
    int v;  
    public C(int x) {  
        super();  
        this.x = x;  
    }  
}

if() {  
    int x;  
}

void f(int n) {  
    int n;  
}



# Positive reception from instructors and students

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- Positive comments and repeat use by instructors
- Student surveys
  - Student comparison vs. PowerPoint

	less	no change	more
Attention to lecture	4%	39%	57%
Understanding of lecture	2%	52%	46%



# Instructor innovations and suggestions

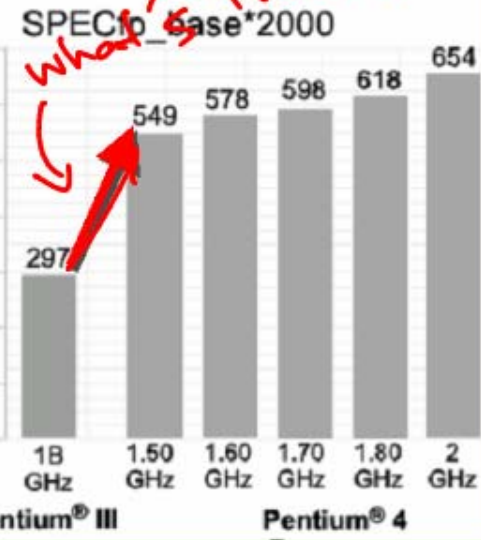
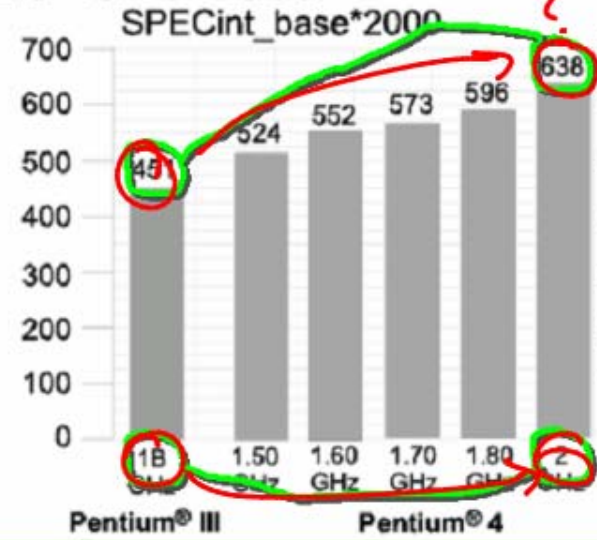
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- Taking tablet to the audience
- Elaborate preparation of instructor notes on second deck of slides
- Improved navigation (flyout from thumbnails)
- Collective brainstorming



# SPEC on Pentium III and Pentium 4

SPEC\* CPU\*2000



*What's this from?*

$$ET = IC * CPI * 1/CR$$

$$ET = IC * CPI * 1/CR$$

-CT: doubling the GHz doesn't double the SPEC number

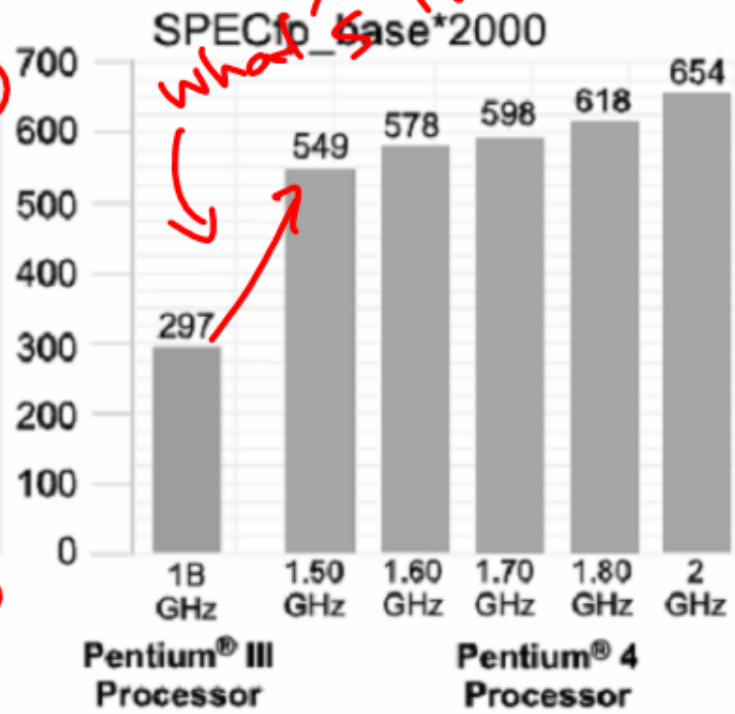
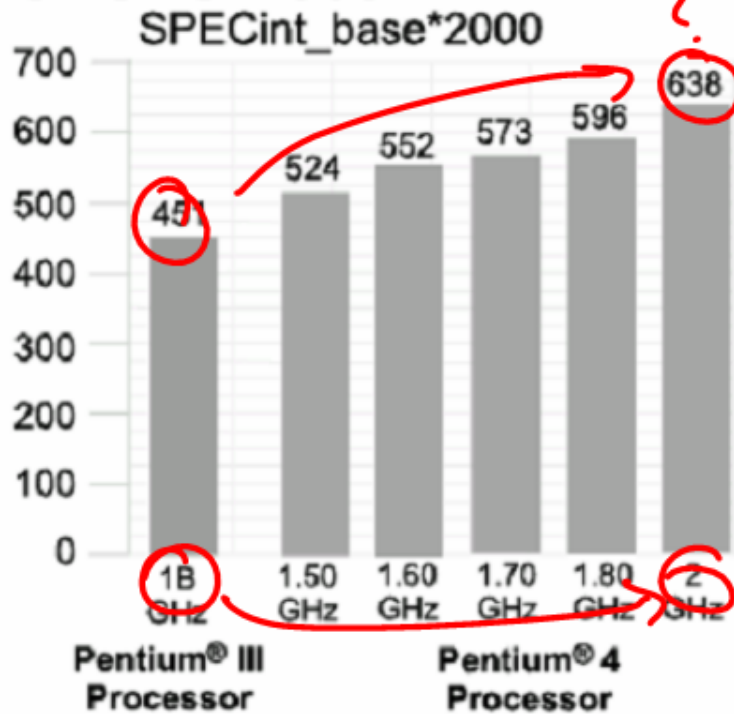
-IC: Bigger improvement on P4 on FP

*IC: SSE/2 instruction set – stack registers to regular FP register set*  
*stack FP registers ⇒ regular registers*



# SPEC on Pentium III and Pentium 4

SPEC\* CPU\*2000



Taller bars mean higher performance.

$$ET = IC * CPI * 1/cr$$

• What do you notice?

$IC$  = Stack FP registers  $\Rightarrow$  "regular" registers

# Classroom Feedback System

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- Student feedback does not scale
- Encourage participation
- Ease of expression
- If the method does scale, how does the instructor make sense of it



# Design choices

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- Low attention requirements
- Embed in context of the slide
  - Slides are the mediating artifact
- Fixed feedback
  - Avoid having to compose questions
  - Instructor control of feedback
    - Example, More Information, Got It
    - Slow Down, Question, Explain, Cool Topic



# Experiment

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- Roughly 12 students given laptops to use in class
- 2 week deployment in CSE 142
  - 4 weeks no intervention
  - 2 weeks Tablet PC
  - 2 weeks Tablet PC + feedback system
- Extensive observations, logging, surveys, interviews





# Results

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- Mixed results
  - Classroom culture not what we had expected
  - Instructor goals different than expected
- Interactions did increase
  - Pre CFS
    - 2.4 (spoken) episodes per class
  - With CFS
    - 2.6 (spoken) episodes per class
    - 14.8 (feedback) episodes per class
    - 5.0 (feedback – "Got it") episodes per class

# import statement

- A class' full name includes its package.
  - » for example, `java.util.ArrayList` or `java.lang.String`
- Often it is more convenient to use the class name without the package, e.g., `ArrayList`, `String`
- The `import` statement tells the compiler where to find class definitions that don't have a complete package name and aren't in the current package
  - » Classes can be imported individually, or all classes in a package can be imported
  - » `java.lang.*` is imported automatically by the compiler
  - » is not like `#include` in C/C++

# import java.util. Hashing

## import statement

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# Conclusions and Future work

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- Tablet PC based presentation successful in the classroom
- Software available for download
  - [//www.cs.washington.edu/education/dl/presenter/](http://www.cs.washington.edu/education/dl/presenter/)
- Version 2.0 should be available this summer
- Ongoing research work on integration with student devices
  - Token passing for student contributions
  - Structure Interaction Presentations for support of active learning in the classroom